GURPS Jorune

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A tale of Jorune

Stories tell of how millennia ago mankind travelled across the void between the stars from their home called 'Earth' and settled on Jorune. They found a lush and verdant world not unlike their own, but different in so many ways. Seven moons circled the planet and land masses floated through the sky. The world was also populated, and man bargained with the natives for land to settle on. At first man could not talk to the tall, sightless and hairless natives, called shantha, but other natives, the thriddle, who were as short and wide as the shantha were tall and thin were masters of languages and could talk to both man and shantha. The shantha granted man what he wanted. So it was that man was happy for a time.

But that happiness did not last. Man killed his homeworld in a great war. Earth was no more and so it was that Jorune became the second home for the human race. But on his second home, man saw that they did not have the land they needed to live and took that which was not theirs from the natives. The shantha were angry and when man would not return the land attacked the thieves and struck them down with strange energies. Man looked and saw that they would die on their new home.

But one man did not so, and the saviour of man, known as Carl Bomoveris, brought down a plague upon the shantha and many died. But the damage was enough and now man was spread far and wide across the world and had abandoned the things that he had brought with him from across the stars. They left the land where their brothers had died and went out to work the land for their food.

Another man, Iscin, did not give up the ways that he had brought with him and he worked to save the animals that man had brought as his companions. He took each of them and made them walk on two legs where they had walked on four and gave them voices where they had nought but guttural sounds so that they may speak to him and each other and greatest of all he gave them the power to think as he did. The races of Iscin to this day revere their maker.

Legends say of how Bomoveris found the home of Iscin and killed one of his creations, but Iscin did not punish Bomoveris for he was pleased to see his brother. But the brothers of the one who had died, called crugar, were angry and it was they who struck down Iscin and Bomoveris. In their shock at the death of their creator, the crugar enslaved all the creations of Iscin, but to this day, all the Iscin races blame the crugar for the death of their creator.

After a time, the enslaved races of Iscin, the woffen, the bronth, and the tologra rose up against the second of Iscin's races and broke their bonds. Their exodus lead them far across Jorune and in time they found places to settle. Travelling furthest of all were the tologra, the youngest of Iscin's children. Only in recent times have they returned from their long journey to travel again in the realms of man.

As man came to live as part of the natural order of things, he began to change. Some grew tall and strong and they came to be known as the boccord. Some did not grow as high as man and found they could use the powers of the shantha. The muadra became wise in the ways of natural energy of the planet and grew to master this "Isho". Some say they will be as powerful one day as the shantha in such ways . . .

Skyrealms of Jorune is a fantasy role-playing game unlike any other, heavily infused with elements of with science that hark back to the game system it was based upon. Andrew Leker and Miles Teves created their campaign using TSR's Metamorphosis Alpha game, but went on to publish it as Skyrealms of Jorune in 1984.

The game appears to be very much a swords and sorcery game, but it is the rationale behind the concepts that makes it science fantasy. Magic is more like a form of psionics involving as it does the manipulation of energy native to Jorune as it flows wind-like around the planet. Many of the races found on Jorune are aliens or the result of genetic manipulation and mutation. And there still remains caches of hi-tech weapons and equipment left hidden by the original colonists.

The depth and originality of Jorune has caused parallels to be made with Empire of the Petal Throne. There are major differences though, not least that Jorune lacks the oppressive society to be found on Tékumel. It remains, like EPT, a game with a devoted following. Currently in its third edition, its future is uncertain and the purpose of this conversion is to spread the word . . .

Your enjoyment of this article will be helped immensely by the possession of these fine books:

GURPS Basic Set, Third Edition, Revised (B)
GURPS Fantasy Folk, Second Edition (FF)
Skyrealms of Jorune, Third Edition (SoJ)

When a page reference is shown like this "p. B45", it means see page 45 of the ***GURPS*** Basic Set.

CHAPTERS

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CHARACTERISTICS

Since **Skyrealms of Jorune** operates with a D20 roll against stats and skills (vs. ***GURPS*** with a 3D6 bell curve), it is advisable to modify the **Skyrealms of Jorune** scores slightly to make them better usable with the ***GURPS*** system.

Multiply the **Skyrealms of Jorune** characteristic by 5 and find the ***GURPS*** score that is closest (on the 'probability of success'-table, p. B45). Example: a **Skyrealms of Jorune** Strength of 14 (70%) is closest to 12 (74%) in ***GURPS***. The table below summarizes this:

Jorune	**GURPS**
1	5
2	6
3-4	7
5-6	8
7-8	9
9-11	10
12-13	11
14-15	12
16-17	13
18	14
19	15
20	16

To convert a **Skyrealms of Jorune** character to ***GURPS***, follow these steps:

- **ST:** Convert Strength on the above table. Add or subtract any injury bonus to that score. For example, a boccord with Strength 13 and a +1 injury modifier would have a final ***GURPS*** ST of 12 (13 is converted to 11 and +1 is added).
- **DX:** Convert Agility on the table.
- **IQ:** First, find the average of Education and Learn (round up). Then convert that score on the table.
- **HT:** Convert Constitution on the table.
- **Hit Points:** Each point of positive size modifier gives Extra Hit Points +1. Each point of negative Size modifier gives Reduced Hit Points -1.

Other **Skyrealms of Jorune** characteristics and their use:

- *Social:* Converted, it becomes Savoir-Faire (culture) skill
- *Colour:* Look at the Colour advantage. Each point of Colour gives 1 point to spend on Colours.
- *Isho:* An 11 in this score gives the Normal Isho advantage. Any amount lower than that gives the Low Isho disadvantage at (11-Isho). A higher amount gives the High Isho advantage at (Isho-11).
- *Speed:* Converted, it becomes Running skill.
- *Aim:* Converted, it becomes Throwing skill.
- *Spot:* Each two points above 11 gives one level of Acute Vision (i.e. Spot 13 would give +1 Acute Vision). A Spot score below 7 qualifies a person for the Bad Sight disadvantage.

- *Listen:* Each two points above 11 gives one level of Acute Hearing (i.e. Listen 14 would give +2 Acute Hearing). A Listen score below 7 qualifies a person for the Hard of Hearing disadvantage.

Let's take an example from the **Skyrealms of Jorune** rules and convert him. Looking at p. SoJ206, we find Drenn Edwain Yoplon, who has the following stats:

Constitution 12, Social 16, Colour 12, Isho 15, Strength 16, Education 14, Learn 13, Agility 12, Speed 13, Aim 15, Spot 14, Listen 14

In ***GURPS*** terms, he would have:

ST 13, **DX** 11, **IQ** 12, **HT** 11

Advantages: Acute Hearing +2, Acute Vision +2, Colour (Moons 12), High Isho +4, Status 2 (Drenn)

Skills: Running 11, Savoir-Faire 13, Throwing 12

CHARACTERS

Recommended starting points for a new **Skyrealms of Jorune** character is 100 points. Sholaris wishing to run a more epic and cinematic game can increase that value at their whim (200 point starting characters will give a more 'John Carter, Warlord of Mars'/'Cliffhangers' feel).

Literacy is an advantage on Jorune, costing the normal 10 points (but see the Semi-literate advantage).

The starting wealth for new characters is 1000 gemules (one gemule is worth one ***GURPS*** $). Use the prices shown in the **Skyrealms of Jorune** rulebook (or, better still, **The Sholari's Companion**) to buy equipment.

A new character, starting in a country using the Drenn system, is considered Status 0 (an average toth) unless he travels to Ardoth and begins his tothis. When he has received his challisk, he is now Status 1 (tauther) and must pay the normal 5 character points for that advantage. His old friends will readily sign his challisk (giving him free Drenn points equal to his Savoir-Faire skill).

ADVANTAGES

Status
In most countries on Jorune, the normal levels of Status apply (p. B191). In places such as Burdoth, where the Drenn system is used, these levels are used instead:

Level	Status
7	Dharsage (realm leader)

6	Sage (province leader)
5	Lystra (country leader)
4	Kesht/Keshtia (high citizen)
3	Chell (city mayor)
2	Drenn (citizen)
1	Daijic, Tauther, Yord
0	Toth (average Burdothian)
-1	Servant
-2	Githerin
-3	Street beggar
-4	Slave

NEW ADVANTAGES

Burst of Speed (10 points)
Burst of Speed gives +2 DX and Enhanced Move +1 for 1D6+4 seconds. This costs 5 points of fatigue. The seemingly slow-moving croid has this advantage.

Capsule Production (30 points)
Cleash can produce small, chemical capsules from certain glands in their abdomen and thorax. A new capsule can be made every minute at the cost of one fatigue point. Their duration is about an hour before they become inert (or explode, should the Sholari wish so). Cleash use their crossbows to shoot capsules at enemies.

This is a short summary of the capsules and their effect (for more details, see p. SoJ 187):

- Blinder capsule: Roll HT or be blinded for 5 minutes
- Cold capsule: 1D6 cold damage
- Fire capsule: 1D6+2 heat damage
- Flare capsule: Can be used as a sort of torchlight for an hour
- Knock-out capsule: Roll HT to avoid fainting
- Repel capsule: Roll HT-2 or be stunned by the stench
- Smoke capsule: Creates a cloud of smoke lasting for a few minutes
- Tangler capsule: Roll ST to break free from the strands
- TJ capsule: Explodes for 2D6 damage

Colour (Moons) (1 point/level)
This advantage determines a persons affinity with the seven moons of Jorune. The moons are Ebba, Desti, Du, Gobey, Launtra, Shal and Tra. Nearly all races on Jorune have this advantage to a higher or lesser degree. The cleash, corastin, croid, ramian and scarmis are the only ones who cannot spend points on Colour

This knowledge of the moons is also a prerequisite to learning dyshas. For example, to learn the Spinner dysha, a Caji would need to know the following Colours:

- Du 1 (1 point)
- Ebba 15 (15 points)
- Gobey 9 (9 points)
- Tra 2 (2 points)

(written on his character sheet as Colour (Du 1, Ebba 15, Gobey 9, Tra 2).

This would cost him 27 points (and at least 1/2 point on the M/VH dysha Spinner).

Should he want to learn the Flingers dysha (prerequisites Du 3, Ebba 1), he should first spend 2 more points on his Colour (Du), bringing it up to 3. Then, he can use 1/2 point on the M/E dysha Flingers.

There is a minimum and maximum limit to how many points a starting character can spend on Colour. These limits are shown below (together with the amount of points a normal person is likely to have):

Race	Limit	Avr.
Acubon	1-16	9
Blounth	1-13	6
Boccord	3-36	11
Bronth	1-7	4
Crugar	1-14	7
Human	1-16	9
Muadra	6-36	22
Salu	1-16	9
Shantha	9+	140
Thivin	3-18	11
Thriddle	3-18	11
Tologra	1-14	7
Trarch	3-18	11
Woffen	3-18	11

Drenn Points (special)
A tauther's initial Drenn points is equal to his Savoir-Faire skill (default is IQ-4). This represents how many friends are willing to sign his new challisk.

The Sholari must keep track of how many Drenn points each tauther has - a good rule of thumb is to give out as many Drenn points as you give out character points (2-4 per session). When a human tauther has around 50 Drenn points, he can try for citizenship. This interview should preferably be roleplayed (or a reaction roll of Good or better should be rolled for lazy Sholari).

Boccord need 60 points to qualify for Drenn and muadra need 70 points. It is even harder for non-humans to become citizens, but still possible (80 points for bronth, 90 for woffen and 100 points for crugar/cygra).

High Isho (1 point/level)
A normal character has 10 Isho points available. Each point spent on this advantage increases Isho by 1. Muadra start with High Isho +10, giving them a total of 20 Isho points. Used Isho returns to the character after one Jorune day (27 hours)*.

* Or, for more realism, at the rate of 1/27th part each hour. Example: Dai has High Isho +13 (a total of 23). He has spent 20 points of Isho firing Lightning Blasts at rival punks. After 12 hours he has gotten ((23/27)*12) or 10 points of Isho back, bringing his available Isho up to 13.

Normal Isho (0 points)
A person with this advantage would have 10 Isho points. This is the default for most people on Jorune.

Scarmis Control (40 points)
Cleash use the sparkles and aroma produced by their canther to control their slaves, the scarmis. This is essentially the same as the Ally Group advantage (6-20 scarmis, on a 12 or less). The scarmis so controlled will obey orders to the best of their ability, even entering suicidal situations.

Semi-Literate (5 points)
The average toth on Jorune has some small training in reading and writing, but he is not fully literate. He can write his own name, figure out simple street signs and shop names, but he cannot understand complicated text or big words. It will take him a lot of time and effort to read and understand this text. Usually only Iscin or people of high status have full Literacy.

Tra-Vision (50 points)
Most native Jorune life have this advantage (and the Blindness disadvantage). With Tra-vision, they can perceive a complete 360-degree "picture" of their surroundings. This is a very superior version of the Tra-sense skill and it costs no Isho points to use. See the Radar Sense advantage on p. FF30 for further details.

NEW DISADVANTAGES

Chiveer (-20 points)
Once every 20 to 30 years in a ramians long life, he enters into 'chiveer' for two months. They become barbaric and hostile (gaining the Bad Temper and Bloodlust disadvantages).

Only a critical Willpower roll will prevent Chiveer. These 'Chiven Ranchu-eh' gain a high reputation (+3, all ramians, all the time).

Low Isho (-1 point/level)
A normal person has 10 Isho points available. Each point of this disadvantage reduces Isho

by 1, down to a minimum of 1 (Low Isho -9).

No Isho (-15 points)
This disadvantage is only possessed by the ramian. They are blind to the flow and ebb of Isho that surrounds them. They cannot manipulate Isho, learn Colours or use dyshas. They are invisible to creatures using Signature, Tra-sense or Tra-Vision.

Odious Personal Habit (T.L.C). (-5 points)
The unfortunate individual affected with the minor personality disorder popularly known as Thriddle Language Complex has devoted such a substantial interval of time to the concentrated study of Triddis (Triddis; the nuncupative mode of communication favored by thriddle) that khe inadvertently gravitates towards using needlessly complicated and indeed strangely convoluted mannerisms in what would otherwise happen to be the speakers prevalent mode of conversation. Furthermore, this has a surprisingly negative effect on other participants involved in dialogue with the afflicted person, d'you see?

(Non-thriddle who spends points on Triddis should roll their Willpower to avoid gaining this disadvantage. Each full point spent reduces the Willpower roll by one. Example: Edwain spends 1 point learning Triddis. To avoid T.L.C., he must roll his Willpower-1. If he later spends 3 more points on Triddis, the roll is Willpower-4.)

Poor Colour Vision (-5 points)
You have difficulty telling certain colors apart. This makes it somewhat hard for you to function in a civilized society. Your dress sense will certainly suffer. Woffen have this disadvantage.

Scatter-Brained (-10 points)
Sort of like the opposite of Common Sense. Any time you start to do something really *smart*, you must roll against your IQ or mess up in some spectacular fashion. Scarmis have this disadvantage.

Thriddle Madness (-15 points)
A mild form of Epilepsy. During times of stress, you must roll vs. your HT+2 or suffer from shaking, inability to speak and paranoia for 1D6 minutes. Your trid-nodes will certainly quiver. A successful Savoir-Faire (thriddle) roll will halve the duration. Only thriddle suffer from this malady.

SKILLS

The following **Skyrealms of Jorune** skills can all be directly translated to ***GURPS***: Acting, Carpentry, Carving, Climbing, Cooking, Dancing, Fast Talk, First Aid, Fishing, Gaming, Geology, History, Jump, Instruments, Literature, Mathematics, Painting, Philosophy, Physics,

Pick Locks, Pick Pockets, Sculpting, Set Traps, Singing, Swim, Teaching, Tracking and Writing.

When a ***GURPS*** skill has more than one **Skyrealms of Jorune** equivalent (i.e. Current Events, Geography, Getting Around and Traveler all translate to Area Knowledge), use the highest **Skyrealms of Jorune** skill level to determine ***GURPS*** skill level.

Animal Handling = Riding (animal)
Arithmetic = Mathematics
Bargain = Merchant
Bureaucracy = Administration
Bio-Tec = Genetic Engineering (Bio-tec)
Biology = Naturalist
Bribe = Streetwise
Caji Etiquette = Savoir-Faire (Caji)
Conceal Self in the Wild = Stealth
Contacts = Streetwise
Creature Care = Veterinary
Crystal Cutting = Prospecting
Current Events = Area Knowledge
Drinking = Carousing
Earth-Tec Operation/Modification = Electronics Operation (Earth-tec)
Etiquette = Savoir-Faire
Farming = Agronomy
Fauna Recognition = Zoology
Flora Recognition = Botany
Foraging = Survival
Geography = Area Knowledge
Getting Around = Area Knowledge
Hide in City = Stealth
Information Search = Research
Juggling = Sleight of Hand
Languages = Linguistics
Limilate Finding = Botany
Limilate Preparation = Chemistry
Lore = History
Medicine = Physician
Military Etiquette = Savoir-Faire (military)
Orating = Bard
Prestidigitation = Sleight of Hand
Sailing Skills = Seamanship
Searching = a Vision roll
Shipwright = Shipbuilding
Silent Movement = Stealth
Story Telling = Bard
Tailing = Shadowing
Thriddle Madness Etiquette = Savoir-Faire (thriddle)
Traveler = Area Knowledge
Underground Info = Streetwise

Weather = Meteorology ("Weather Sense")
Wilderness Travel = Survival

Converting skill levels
The four descriptions of skill levels in **Skyrealms of Jorune** (Unfamiliar, Familiar, Experienced and Seasoned) can be translated to ***GURPS*** terms without major problems.

You can choose between these three methods:

Method 1 (easy):
Unfamiliar gives a skill of 5
Familiar gives a skill of 8
Experienced gives a skill of 10
Seasoned gives a skill of 12

Method 2 (slightly more complicated):
Unfamiliar gives a skill of DX-5 or IQ-5
Familiar gives a skill of DX-2 or IQ-2
Experienced gives a skill of DX or IQ
Seasoned gives a skill of DX+2 or IQ+3

Method 3 (even more complicated):
Unfamiliar - has spent no points on the skill (use default level)
Familiar - has spent 1/2 point on the skill
Experienced - has spent 2 points on the skill
Seasoned - has spent 8 points on the skill

Looking back at our friend Edwain, we find that he is:
Seasoned in all Interaction skills, Hide, Languages (Boru, Shantha and Thowtis), Pistol and Sword
Experienced in Bow, Earth-tec, Limilates, Medicine and Thikes
Familiar in all other Languages, in all other Weapon skills, Cooking, Dichandra Stones, Drinking, Gambling, Underground Info and Whosins

(That's quite a lot! Edwain has surely been around)....

Let's take his Bow skill (don't worry, Edwain. You'll get it back):

- Using **Method 1**, he has a skill of 10. Nice and easy.
- Using **Method 2**, he gets a skill of DX, or 11. Also easy.
- Using **Method 3**, he has spent 2 point on this P/H skill, giving him a skill of DX-1, or 10. This requires some calculations, but gives more realistic results with Easy, Hard or Very Hard skills.

Edwain's other skills can be converted in the same way. Just pick one of the methods and stick to it.

NEW SKILLS

Caji Entropy (Mental/Hard - no default)
This is the skill of increasing your Isho points. Only Caji can learn this skill. See the description on p. SoJ98 for details. The following is a summary:

- It costs 1 character point to attempt Caji Entropy, whether the attempt is successful or not. If the Caji has no unspent character points, the Sholari should deduct one from the Caji's next coming points.
- Each roll costs 1 Fatigue point.
- Each roll takes 5 minutes of game time.
- The first successful skill check in Caji Entropy increases Isho to full (if it is lower than that) and sets the Isho multiplier to 1.
- Each additional success raises the Isho multiplier by 1.
- After 3 successes, where Isho points have been multiplied by 3, rolls cost 5 Fatigue points each.
- The Isho multiplier can get no higher than x5.
- Any Isho above normal must be used (or kerned) within one hour, or all Isho will be lost and the Caji suffers 1D6-2 damage to a random hit location for every 10 full points of Isho lost. (So a Caji with 81 Isho would take eight times 1D6-2 points damage. Ouch!).

Drill (Mental/Easy - defaults to IQ-4)
This is a skill taught (or beaten) into recruits that teaches them to manoeuvre as a single unit on the battlefield. It conditions them to understand and follow orders in the heat of battle whether by voice or other signals.

Dyshas (Mental/varies - no default)
This represents the Caji's skill at weaving dyshas (to actually *hit* with them, see the skill Dysha Throwing). A successful use of this skill means that the desired dysha has been weaved. A failure cost the Caji 1 Isho, but he can try again the next round. Each dysha is a separate skill.

Example: Dai, a muadra githerin decides to get learn Lightning Blast. Looking at the description, we see that it is an Easy dysha, requiring only Desti 3. He spends 3 points on Colour (Desti), 1/2 point on Lightning Blast (giving him a skill of IQ-1, or 11) and 1/2 point on Dysha Throwing (giving him a skill of DX-1, or 14). For a total cost of 4 points (or 800 hours of study in a kerning bay), Dai the dyte punk is now ready to terrorize the poor toth of Ardoth.

It is suggested that starting Caji only learn the Easy and Average dyshas. Let them find teachers for the harder dyshas during the course of the game. Actually, for a Caji to know all the 25 Easy and Average dyshas, he would need to spend at least 12.5 points on dyshas and 65 points on Colour (Desti 10, Du 7, Ebba 10, Gobey 12, Launtra 12, Shal 8 and Tra 6)!

Dyshas can be used by: bronth (of a certain age), crugar, cygra, muadra, shantha, thriddle and woffen.

Dysha Throwing (Physical/Easy - defaults to DX-3)
This is the skill of hitting a target with a weaved dysha. Dyshas have SS 13, Acc +2, 1/2D none and variable Maximum range. See p. SoJ103 for a summary of dysha ranges.

Ebitra (Physical/Hard - no default)
Shanthas are skilled at their own form of martial art called Ebitra, where their limbs are infused with Isho to become deadly weapons. This is their preferred method of disabling an opponent in close combat because unweaving incoming dyshas is not possible in melee situations. A shantha can parry with either hand as if it was a weapon, using 2/3 of his Ebitra skill as his parry defense.

Used offensively, Ebitra increases the amount of damage done. 1/4 of a user's Ebitra skill, rounded down, is added to the basic damage he does with hands or feet (so a shantha with Ebitra 16 would gain a +4 damage bonus). It costs one point of Isho per round to use Ebitra. See also the description on p. SoJ145.

Interference (Mental/Hard - defaults to IQ-6)
Interference is a skill used by humans and boccord to diminish or even nullify the power of incoming dyshas. This ability is usually only taught in kerning bays, and unless a character is studying to be a hishtin, the people at the kerning bay will be very reluctant to let him learn more than one point of this skill. Caji have no desire for normal humans and boccord to walk around immune to their dyshas.

You must successfully Interfere with the primary Colour of a dysha (i.e. blue for dyshas from the Shal group) in order to unravel it. So, you will need to choose which Colour you wish to use. This will normally be the brightest visible color of the dysha (if you think that the Caji has disguised the dysha with another Colour, you must guess which Colour is the primary). *You cannot Interfere with a Colour you don't know.*

The Isho cost to Interfere is equal to one half of the Isho of the incoming dysha (round down). This Isho is lost whether you succeed or not. If you haven't got enough Isho, the remainder will be drained from your fatigue points.

Your chance to Interfere depends on your Interference skill and how many points you have spent on the Colour (Moon) you wish to use. There are penalties for low scores and bonuses for high scores. This chart shows the modifiers to your Interference roll:

Moon	**Modifier**
1	-5
2	-4
3-4	-3
5-6	-2
7-8	-1
9-11	0
12-13	+1
14-15	+2
16-17	+3

18	+4
19	+5
20	+6

Humans and boccord with Isho below 20 get a +5 bonus to their first Interference roll of each day.

For normal dyshas, a successful Interference roll is enough to unravel them and render them harmless. For dyshas doing damage, damage will be reduced by 2 points for each point you made your skill roll by. A critical success will completely negate any dysha.

If you have chosen to Interfere with a wrong Colour, if you don't know the primary Colour or if your Interference roll fails, the dysha takes full normal effect.

Example: Drenn Edwain Yoplon is taking a stroll near the Grunther Bridge when he spots an scruffy-looking dyte punk. The dyte suddenly throws a red bolt towards Edwain. Edwain tries to Interfere. He guesses that the dyte didn't have time to fool around with disguising the dysha, so he will try to Interfere with the red color (Desti).

Edwain has Colour (Desti 5, Ebba 4 and Shal 3) and Interference 10. Since he has Desti 5, the penalty is -2 (see the chart above). However, this being his first Interference roll in several weeks, he gets a +5, leaving a total modifier of +3. Edwain rolls a 9 on 3D6, and the damage of the Lightning Blast is reduced by 8 (made his roll by 4 points, multiplied by 2). This costs Edwain 5 points of his Isho.

Note: It might be wise to calculate your modifiers beforehand and note them on your character sheet, so you won't have to look at this table each time you Interfere. In Edwain's case, his skill could be noted as Interference 10 (Desti -2, Ebba -3 and Shal -3).

Isho Weather (Mental/Hard - defaults to Meteorology-6, Prerequisites: Mathematics-12+)
See the description on p. Soj74. This is a Scientific skill.

Languages (Mental/varies - defaults: varies)
These are some of the different languages spoken on Jorune. The difficulty for a non-native speaker is also shown (for a native speaker, his own language will always be of Average difficulty):

- Easy languages: Corastin
- Average languages: Boru (defaults to Thowtis-2), Chaun-Tse, Entren, Hotha, Thivin, Thowtis (defaults to Boru-2) and Troffa
- Hard languages: Abahth, Acubon, Cleash, Croid, Gee'bo'ko'ushic, Rorch-ko and Triddis
- Very Hard languages: Shantha

Note: Entren has drifted considerably from modern-day English. An English-speaker would need to roll at -4 to understand and speak Entren.

Ramian Gender Identification (Mental/Very Hard - no default)
This is the skill used by thriddle to determine the gender of a ramian. Most thriddle have this skill (those that don't, will still insist that they have it). Thriddle are justifiably very proud of this highly useful skill and will never teach it to other races.

Save Crill Boc-Rod (Mental/Hard - defaults to IQ-6 or Naturalist-4)
The ability to extract the valuable boc-rod from the tail of a dead Crill. An invaluable skill (if only for the silly name!)

Savoir-Faire (specialization) (Mental/Easy - defaults to IQ-4)
This is the skill of 'good manners' - whatever they may be in your own culture. It functions exactly the same as the Savoir-Faire skill in ***GURPS*** (see p. B64), with the only exception being that you must choose a specialization. The various specializations default to each other at -4. Some samples include: Caji, high society, Iscin, military or thivin.

If you want to learn the Savoir-Faire skill for a racial group different from your own, the difficulty rises to Mental/Hard. There are four different racial groups on Jorune:

- Human races (this includes boccord, muadra and all mutations, e.g. salu)
- Iscin races (blount, crugar, bronth, tologra and woffen)
- Lamorri races (all of the lamorri servant and slave races)
- Shantha (the original Jorune natives)

Examples: Edwain has Savoir-Faire (high society). If he wants to learn Savoir-Faire (military), it is a M/E skill. Should he wish to study the ways of the ramian, he would need the M/H skill Savoir-Faire (ramian). A thriddle (a member of the lamorri racial group) would learn the M/E skill Savoir-Faire (ramian) to study ramians, but the M/H skill Savoir-Faire (boccord) to study boccord.

Signature (Mental/Hard - defaults to IQ-6)
There are four different ways of using the Signature skill, namely Fake, Mask, Scan and Spectrum. Each ability is used by rolling vs. Signature skill.

Fake: This ability allows the user to fake your signature so that he appears as another creature. It costs one Isho point each two seconds to maintain. The more successful the Signature skill roll, the more the Signature will change:

- Skill made by 2: Can change between Boccord, Human and Muadra
- Skill made by 4: Can change to any Earth-based lifeform
- Skill made by 6: Can change to any lifeform with Isho

Another use of Fake is to calm (or enrage) animals. A Signature skill roll will allow a person to influence the mood of any Jorune-based animal. The more successful the roll, the easier it is to control the animal.

Mask: This ability allows the user to mask his signature so that he is harder to detect by creatures using Scan or Tra-sense. It costs one Isho point each two seconds to maintain. Each

point by which skill roll is made subtracts 2 from the skill of the creature trying to spot the user (i.e. a boccord makes his Signature skill roll by 7 points. Anyone trying to spot him using Scan or Tra-sense would roll at -14).

Scan: This ability makes it possible to read the signature of a creature and determine what race it is. Ramian do not show up on Scan (or Spectrum). The more successful the Signature skill roll, the more information the Sholari should give out about the target.

Spectrum: This ability allows the user to determine what Colours his target knows. As always, the more successful the Signature skill roll, the more information the Sholari should give out.

Note: Sholaris can either choose the above approach or use four separate Signature skills (False Signature, Mask Signature, Race Signature and Signature Spectrum). Each skill would then be a Mental/Hard skill, defaulting to IQ-6 or any other Signature skill-2. Boccord still have a +2 to Signature, but now that the bonus applies to four skills instead of one, the cost of playing a Boccord rises to 35 points (39 for females).

Sis-naun (Physical/Hard - no default)
This is the Gloundan version of Karate. Use the bonuses for that skill (see p. B51). See also the description on p. SoJ56.

Thikes (Physical/Easy - defaults to DX-4 or Brawling-2)
Thikes are a sort of spiked gloves favored by jers. A set of thikes cost 100 gemules and weigh about 2 lbs. They do thrust/impaling damage and are only suitable for close combat.

Tra-sense (Mental/Hard - no default)
This skill allows the user to perceive the amount of Colour an object or person has. When using this skill (which costs 1 point of Isho per minute), the caji sees what he normally sees, but the world is also awash with Colour - he can see the vibrant life Isho of the trees all around him, the ominous red Desti of the passing dyte punk and the swirl of brilliant Colours that is a shantha. A skilled user can determine precisely what Colours another person knows and can also discern which Colours a dysha is weaved from.

Unweaving (Mental/Hard - no default)
Caji use their Tra-sense to sense an incoming dysha and their skill at Unweaving to render it harmless. To Unweave a dysha, the Caji must have a higher Colour than at least one of the Colours in the dysha. He must then spend a number of Isho points (from 1 to 10, see p. SoJ99) and attempt to roll his Unweaving skill. If he is successful, the dysha is dispelled.

Example: A Suspension Orb is fired at a Caji. Naturally he doesn't want to get hit by this dysha, so he tries to Unweave it. Rolling a successful Tra-sense, he learns that the yellow orb is composed of Ebba 12, Gobey 9 and Tra 4.

The Caji has Colour (Desti 2, Du 1, Ebba 4, Gobey 9, Launtra 6, Shal 7, Tra 4), so he is exactly skilled enough in both Gobey and Tra to unweave it.

He knows that Suspension Orb is a Hard skill, so he spends 5 of his Isho points. Rolling a 9 vs. his Unweaving skill, the orb is unwoven.

Had it been a Penetration Bolt (Desti 16, Tra 10), the Caji would not have been able to unweave it (his Desti and Tra skills being too low).

Whistling (Mental/Average - no default)
This is the skill of using whistles and bird calls to communicate with. Only the Gloundan Shadow Warriors teach this skill and they jealously protect its secrets. They developed it during the time they were defending against the frequent crugar raids into the forests of Glounda. Using this skill, messages can be passed and understood over long distances.

DYSHAS

Consult p. SoJ103 for a list of the dyshas and their prerequisites. Each dysha is a separate skill. Casting time for all dyshas is one turn. For the effects of critical success and critical failures, see p. B146-147.

The difficulty of a dysha is the same in ***GURPS*** as in **Skyrealms of Jorune** (Easy=Easy, Moderate=Average, Hard=Hard and Very Hard=Very Hard). Ranges and Prerequisites are also identical. For example:

Body Freeze
Requires Shal 16, Desti 10
Isho, Range, Difficulty - 35, 10 yards, Hard

would, in ***GURPS*** terms, be a Mental/Hard dysha, requiring Colour (Shal 16 and Desti 10). The Isho cost to weave the dysha is 35 and it has an effective range of 10 yards.

Increasing the power of a dysha
It is possible to boost the effect and range of any dysha. By spending double the original Isho cost, a Caji can either increase a dyshas damage by +1D6 or double the range. By spending three times the Isho, damage could be increased to +2D6 or the range could be tripled. There is no upper limit to how powerful a dysha can become - the only real limit is the Caji's Isho.

Example: Ta-Sharn, a shanthic Copra, is confronted with a large group of cleash. His current Isho is 250, and he starts to weave a Crater dysha. Normally, this dysha does 2D6+1 explosive damage in a huge blast that burns everything nearby, but Ta-Sharn is tired and cranky and he wants to get rid of these pesky cleash as soon as possible. He decides to increase the range to 20 meters and boost the damage to 7D6+1. This costs him a total of 210 points of Isho: 30 Isho for the basic dysha, 30 Isho more for the doubled range and (5x30) 150 Isho for the extra 5D6 damage. Stepping over the smouldering corpses of the cleash, Ta-Sharn heads for home...

- **Brain Blast:** Causes a Stun and 1D6-3 damage
- **Cast Energy:** Causes 1D6+2 points of heat damage

- **Constrictor:** Causes 1D6+1 points cutting damage to the item being constricted. Can easily sever a hand and is likely to cripple an arm or a leg
- **Crater:** Causes 2D6+1 points of explosive fire damage
- **Craze:** Lasts for 5 seconds. Inflicts 1D6-1D6 damage
- **Fire Touch:** Causes 2D6+1 points of heat damage
- **Flingers:** Each Flinger causes 1D6-3 points of heat damage. Each orb travels in a slightly different direction. The Caji can either aim all five orbs at one hit location or let them disperse randomly. In the latter case, each orb has a -5 to hit, but hits a random location.
- **Frost Bolt:** Causes 2D6 points of cold damage
- **Healer:** Restores up to 5 hit points to the subject. Each 30 minutes after treatment, the patient recovers 1 hit point.
- **Lightning Blast:** Causes 1D6 points of fire damage
- **Lightning Strike:** Causes 3D6 points of fire damage plus knockback
- **Night Eyes:** Gives the Night Vision advantage for 10 seconds
- **Penetration Bolt:** Causes 1D6 points of fire damage. Ignores all armour. Will not work on targets without Isho (e.g.. ramians)
- **Ping:** Will cause Mental Stun for 1 second if a HT roll is failed
- **Power-Hold:** Roll your ST to break free. Normally lasts for 30 seconds. Each point of Size adds or subtracts 10 seconds (so corastin and croid are unaffected by Power-Hold). Some different Sizes (those not shown have normal Size): Blount, muadra, thivin and thriddle have -1 Size. Boccord, cleash, ramian, shantha and tologra have +1 Size. Bronth have +2 Size. Corastin and croid have +3 Size
- **Power-Orb:** Causes 1D6+1 crushing damage
- **Quantum:** Causes 1D6-1 points of heat damage
- **Shield:** Reduces the damage of all incoming non-Isho attacks by 10 for one second
- **Spinner:** A successful Body Sense roll is needed to recover from Spinner
- **Tumble:** Subtract 3 points from damage per yard fallen

RACES

We have not tried to determine Early Maturation vs. Short Lifespan, High Technology vs. Primitive or Wealth vs. Poverty. You are welcome to add these, should you feel you need them.

An optional 'skill package' is included for each race. This includes skills that would be known by most adult members of that race. The cost of the skill package is *not* included in the total racial point cost.

ACUBON (-12 points)

Acubon have +1 ST (10 points), -2 IQ (-15 points) and +1 HT (10 points). They have the advantages Acute Hearing +1 (2 points), Amphibious (10 points), Damage Resistance +1 (3 points), Gills (10 points), Nictating Membrane +1 (10 points) and Pressure Support +1 (5 points). They have the disadvantages Appearance (ugly) (-10 points), Bad Temper (-10

points), Dependency (fresh water, weekly) (-10 points), Low Isho -3 (-3 points), Odious Racial Habit -2 (no sense of humor) (-10 points) and Reputation -2 (-10 points).

Acubon skill package (4 points): Brawling at DX (1 point), Language (Acubon) at IQ (free), Savoir-Faire (acubon) at IQ (1 point), Spear at DX-1 (1 point) and Stealth at DX-1 (1 point).

BLOUNT (-70 points)

Blount have -1 ST (-10 points), -2 IQ (-15 points) and -1 HT (-10 points). They have the advantage Nictating Membrane +1 (10 points). They have the disadvantages Appearance (ugly) (-10 points), Dependency (moisture, daily) (-15 points), Low Isho -5 (-5 points), No Sense of Smell /Taste (-5 points), Reduced Hit Points -1 (-5 points) and Uneducated (-5 points).

Blount skill package (8 points): Area Knowledge (swamp) at IQ (1 point), Botany at IQ-2 (1 point), Knife at DX-1 (1/2 point), Language (Abahth) at IQ (free), Poisons at IQ-1 (2 points), Savoir-Faire (blount) at IQ (1 point), Stealth at DX-1 (1 point), Survival (swampland) at IQ-1 (1 point) and Swimming at DX-1 (1/2 point)

BOCCORD (26 points - 30 for females)

Boccord have +2 ST (20 points) and +1 HT (10 points). They have the advantages Extra Hit Points +1 (5 points) and Normal Isho (0 points). They have the disadvantages of Giantism (-10 points) and Social Stigma (second-class citizen) (-5 points). They have the racial skill bonuses of Interference +2 (3 points) and Signature +2 (3 points).

Female Boccord add +2 to their Colour (Desti and Launtra) (4 points).

Boccord skill package (7 points): Animal Handling at IQ-2 (2 points), Bow at DX-2 (1 point), Interference at IQ (1 point), Language (Entren) at IQ (free), Savoir-Faire (boccord) at IQ (1 point), Signature at IQ (1 point) and Two-Handed Sword at DX-1 (1 point).

BRONTH (49 points)

Bronth have +4 ST (45 points) and DX +1 (10 points). Their advantages are Acute Hearing +3 (6 points), Acute Taste and Smell +1 (2 points), Damage Resistance +1 (3 points) and Extra Hit Points +2 (10 points). Their disadvantages are Code of Honor (bronth) (-10 points), Inconvenient Large Size (-10 points), Low Isho -2 (-2 points) and Odious Racial Habit -1 (mallmis-freaks) (-5 points).

Bronth skill package (6 points): Animal Handling at IQ-2 (1 point), Broadsword at DX-1 (1 point), Games at IQ (1 point), Language (Boru) at IQ (free), Savoir-Faire (bronth) at IQ (1 point), Strategy at IQ-2 (1 point) and Tactics at IQ-2 (1 point).

CLEASH (64 points)

Cleash have -2 IQ (-15 points) and -1 DX (-10 points). They have the advantages Acute Hearing +2 (4 points), Acute Vision +2 (4 points), Capsule Production (30 points), Damage Resistance +4 (12 points), Extra Arms +2 (20 points), Extra Hit Points +1 (5 points), Passive Defense +3 (75 points), Scarmis Control (40 points) and Temperature Tolerance (partial) (5 points). They have the disadvantages Appearance (hideous) (-20 points), Bloodlust (-10 points), Fanaticism (kill all shanthas and invade the Mountain Crown) (-15 points), Incompetence (Stealth) (-1 point), Intolerance (all other races except scarmis) (-10 points), Low Isho -9 (-9 points), Odious Racial Habit -3 (uses their unhatched eggs as currency) (-15 points), Poor Grip (-5 points) and Reputation -4 (-20 points). They have the racial quirk Loves to eat spirrics (-1 point).

Cleash skill package (9 points): Camouflage at IQ-1 (1/2 point), Crossbow at DX (1 point), Language (Cleash) at IQ (free), Language (Gee'bo'ko'ushic) at IQ-2 (1 point), Polearm at DX-1 (1/2 point), Savoir-Faire (cleash) at IQ (1 point), Survival (arctic) at IQ (2 points), Survival (jungle) at IQ-1 (1 point), Throwing at DX (1 point) and Traps at IQ-1 (1 point).

Note: Cleash have a reaction penalty of at least -12, so they are not exactly welcome at the more fashionable Jorune restaurants...

CORASTIN (42 points)

Corastin have Enhanced Strength 17 (80 points), -1 DX (-10 points) and -2 IQ (-15 points). They have the advantages Claws (15 points), Damage Resistance +2 (6 points), Extra Hit Points +3 (15 points), High Pain Threshold (10 points), Language Talent +1 (2 points), Passive Defense +1 (25 points) and Sharp Teeth (5 points). They have the disadvantages Appearance (ugly, but very intimidating) (-10 points), Bad Sight (nearsighted) (-25 points), Compulsive Behavior -2 (needs privacy for daily grooming) (-10 points), Greed (-15 points), Hard of Hearing (-10 points), Inconvenient Large Size (-10 points), Low Isho -9 (-9 points) and Uneducated (-5 points). They have the racial skill bonus of Intimidation +3 (3 points).

Corastin skill package (7 points): Axe/Mace at DX-2 (2 points), Brawling at DX (1 point), Freight Handling at IQ-1 (1 point), Language (Corastin) at IQ+2 (free), Language (Entren) at IQ+1 (1 point), Savoir-Faire (corastin) at IQ (1 point), Savoir-Faire (human) at IQ-3 (1/2 point) and Savoir-Faire (thriddle) at IQ-1 (1/2 point).

CROID (100 points)

Croid have Enhanced Strength 18 (90 points), -1 DX (-10 points) and -3 IQ (-20 points). They have the advantages Burst of Speed (10 points), Cast Iron Stomach (15 points), Claws (15 points), Damage Resistance +3 (9 points), Extra Hit Points +3 (15 points), High Pain Threshold (10 points), Passive Defense +1 (25 points) and Long Tusks (50 points). They have the disadvantages Appearance (hideous) (-20 points), Bad Sight (nearsighted) (-25 points), Berserk (-15 points), Hard of Hearing (-10 points), Inconvenient Large Size (-10

points), Low Isho -9 (-9 points), Reduced Move -2 (-10 points), Uneducated (-5 points) and Weakness (cold) (-5 points).

Croid skill package (2 points): Brawling at DX (1 point), Language (Croid) at IQ (free) and Throwing at DX (1 point).

CRUGAR (14 points)

Crugar have +1 DX (10 points). They have the advantages Acute Hearing +3 (6 points), Acute Taste and Smell +2 (4 points), Claws (15 points), Colour (Desti 3) (3 points), Combat Reflexes (15 points), Damage Resistance +1 (3 points), Enhanced Move +2 (but only when on all fours) (10 points), Perfect Balance (15 points) and Sharp Teeth (5 points). They have the disadvantages Bad Sight (Nearsighted) (-25 points), Bad Temper (-10 points), Code of Honor (crugar) (-5 points), Colour Blindness (-10 points), Intolerance (woffen) (-5 points), Low Isho -2 (-2 points) and Reputation -3 (killers of Iscin) (-15 points).

Crugar skill package (9 points): Brawling at DX (1 point), Broadsword at DX-3 (1 point), Climbing at DX-1 (1 point), Dysha Throwing at DX-1 (1/2 point), Jumping at DX (1 point), Language (Chaun-Tse) at IQ (free), Lightning Blast at IQ-1 (1/2 point), Savoir-Faire (crugar) at IQ (1 point), Running at HT-2 (1 point), Spear at DX-3 (1 point) and Stealth at DX-1 (1 point).

Note: The cygra, northern cousins of the crugar, does not have the Bad Temper disadvantage. It costs 24 points to play a cygra.

HUMAN (0 points)

Humans have normal characteristics, advantages and disadvantage. Most humans have the advantage Normal Isho (0 points).

LAMORRI (at least 249 points)

Lamorri have +4 ST (30 points), +1 DX (10 points), +2 IQ (20 points) and +3 HT (30 points). They have the advantages Acute Hearing +3 (6 points), Acute Vision +2 (4 points), Ally Group (20-100 slaves, on a 12 or less) (60 points), Claws (15 points), Combat Reflexes (15 points), Damage Resistance +4 (12 points), Enhanced Move +1 (10 points), Extended Lifespan +2 (10 points), Extra Hit Points +2 (10 points), Night Vision (10 points), Passive Defense +2 (50 points), Secret Communication (20 points), Sharp Teeth (5 points), Strong Will +2 (8 points) and Unfazable (15 points). They have the disadvantages Appearance (hideous) (-20 points), Inconvenient Large Size (-10 points), Intolerance (all non-lamorri) (-10 points), No Isho (-15 points), Odious Racial Habit -2 (no sense of humor) (-10 points), Reputation -4 (-20 points) and Stubbornness (-5 points). They have the racial quirk of Never forgets an injury or injustice (-1 point).

Note: Lamorri will have easy access to very advanced technology (TL 10+).

MUADRA (-12 points)

Muadra have -1 ST (-10 points). They have the advantage High Isho +10 (10 points). They have the disadvantages Reduced Hit Points -1 (-5 points), Reputation -1 (from most humans) (-2 points) and Social Stigma (second-class citizen) (-5 points).

Muadra skill package (1 point): Language (Entren) at IQ (free) and Savoir-Faire (muadra) at IQ (1 point)

Note: Muadra Caji would be skilled in Caji Entropy, Dysha Throwing, Isho Weather, Tra-sense and Unweaving.

RAMIAN (38 points)

Ramian have +1 ST (10 points) and +2 DX (20 points). They have the advantages Acute Hearing +2 (4 points), Acute Vision +2 (4 points), Combat Reflexes (15 points), Damage Resistance +2 (6 points), Enhanced Move +1 (10 points), Extended Lifespan +1 (5 points), Extra Hit Points +1 (5 points), Passive Defense +1 (25 points), Secret Communication (20 points) and Unfazable (15 points). They have the disadvantages Appearance (ugly) (-10 points), Dread (shanthas) (-15 points), Inconvenient Large Size (-10 points), Intolerance (all non-ramian) (-10 points), No Isho (-15 points), Odious Racial Habit -2 (no sense of humor) (-10 points), Reputation -2 (-10 points) and Unhealing (heals very slowly without shirm-eh) (-20 points). They have the racial quirk of Never forgets an injury or injustice (-1 point).

Ramian skill package (10 points): Agronomy at IQ *or* Fishing at IQ+1 (2 points), Bolas at DX-1 (1 point), Climbing at DX-1 (1 point), Hard-sword (use Broadsword skill) at DX-1 (1 point), Language (Rorch-ko) at IQ (free), Running at HT-1 (2 points), Savoir-Faire (ramian) at IQ (1 point) and Survival (swampland) at IQ (2 points).

SALU (44 points)

Salu have +1 ST (10 points) and +1 HT (10 points). They have the advantages Acute Hearing +1 (2 points), Amphibious (10 points), Damage Resistance +1 (5 points), Gills (10 points), Nictating Membrane +1 (10 points) and Pressure Support +1 (5 points). They have the disadvantages Appearance (unattractive) (-5 points), Dependency (salt water, weekly) (-10 points) and Low Isho -3 (-3 points).

Salu skill package (5 points): Language (Entren) at IQ (free), Savoir-Faire (salu) at IQ (1 point), Seamanship at IQ+1 (2 points), Shipbuilding IQ-2 (1 point) and Spear at DX-1 (1 point).

SCARMIS (53 points)

Scarmis have -2 IQ (-15 points). They have the advantages Acute Hearing +1 (2 points), Acute Vision +1 (2 points), Damage Resistance +4 (12 points), Enhanced Move +1 (10 points), Extra Legs +2 (5 points), Language Talent +1 (2 points), Passive Defense +3 (75 points), Peripheral Vision (15 points) and Venom (irritant, sprayed) (20 points). They have the disadvantages Appearance (ugly) (-10 points), Dread (durlig) (-10 points), Incompetence (Stealth) (-1 point), Low Isho -9 (-9 points), Reputation -2 (-10 points), Scatter-Brained (-10 points), Subjugated (by the cleash) (-20 points) and Uneducated (-5 points).

Scarmis skill package (9 points): Botany at IQ-2 (1 point), Brawling at DX-1 (1/2 point), Language (Cleash) at IQ (2 points), Language (Gee'bo'ko'ushic) at IQ+1 (free), Savoir-Faire (cleash) at IQ-1 (1/2 point), Savoir-Faire (scarmis) at IQ (1 point), Running at HT-2 (2 points), Spear at DX-1 (1 point) and Throwing at DX (1 point).

SHANTHA (at least 303 points)

Shantha have +1 ST (10 points), +2 DX (20 points), +1 IQ (10 points) and +1 HT (10 points). They have the advantages Acute Hearing +1 (2 points), Acute Vision +8 (16 points), Colour (all seven Moons 20+) (140 points), Empathy (15 points), Extended Lifespan +2 (10 points), Extra Hit Points +1 (5 points), High Isho +50 (50 points), Tra-Vision (50 points), Unfazable (15 points) and Voice (10 points). They have the disadvantages Appearance (unattractive) (-5 points), Blindness (-50 points) and Intolerance (most h-oomans) (-5 points).

Some typical skills are Dysha Throwing, Ebitra, Isho Weather, Language (Shantha), Savoir-Faire (shantha), multiple dyshas and Unweaving.

THIVIN (31 points)

Thivin have -1 ST (-10 points) and +1 DX (10 points). They have the advantages Acute Hearing +1 (2 points), Acute Vision +1 (2 points), Extended Lifespan +1 (5 points), Language Talent +2 (4 points), Musical Ability +3 (3 points), Normal Isho (0 points), Rapid Healing (5 points) and Voice (10 points) They have the disadvantages Compulsive Behavior (gambling) (-10 points) and Reduced Hit Points -1 (-5 points). They have the racial skill bonus of Merchant +3 (3 points) and an overall +2 bonus to all Craft skills (12 points).

Thivin skill package (15 points): Bard at IQ+1 (1 point), Craft skill (specify) (4 points), Fast-Talk at IQ-1 (1 point), Language (Entren) at IQ+1 (1 point), Gambling at IQ (2 points), Games at IQ (1 point), Language (Thivin) at IQ+2 (free), Merchant at IQ+3 (2 points), Musical Instrument at IQ+1 (1 point), Savoir-Faire (human) at IQ (1 point), Savoir-Faire (thivin) at IQ+2 (1 point).

THRIDDLE (29 points)

Thriddle have -4 ST (-30 points), -1 DX (-10 points), +4 IQ (45 points) and -2 HT (-15 points). They have the advantages Acute Vision +2 (4 points), Cultural Adaptability (25 points), Eidetic Memory (30 points), Language Talent +3 (6 points), Lightning Calculator (5 points), Literacy (10 points), Normal Isho (0 points) and Mathematical Ability (10 points). They have the disadvantages Appearance (ridiculous) (-5 points), Cowardice (-10 points), Extremely Curious (-10 points), Reduced Hit Points -1 (-5 points), Reduced Move -1 (-5 points) and Thriddle Madness (-15 points). They have the racial quirk Loves to smoke giggit pipes (-1 point).

Thriddle skill package (6 points): Diplomacy at IQ (1 point), History at IQ-2 (1/2 point), Language (Entren) at IQ+4 (1/2 point), Language (Shantha) at IQ+2 (1 point), Language (Triddis) at IQ+5 (free), Savoir-Faire (human) at IQ (1 point), Savoir-Faire (shantha) at IQ (1 point), Savoir-Faire (thriddle) at IQ+2 (1 point).

Note: Most thriddle will also know several Scientific skills. Thriddle are the nerds of Jorune...

TOLOGRA (93 points)

Tologra have +2 ST (20 points) and DX +1 (10 points). They have the advantages Acute Hearing +3 (6 points), Acute Taste and Smell +3 (6 points), Acute Vision +1 (2 points), Claws (15 points), Combat Reflexes (15 points), Damage Resistance +2 (6 points), Extra Hit Points +1 (5 points), Enhanced Move +1 (10 points), Night Vision (10 points) and Sharp Teeth (5 points). They have the disadvantages Code of Honor (tologra) (-5 points), Low Isho -2 (-2 points) and Sleepy (-10 points).

Tologra skill package (5 points): Brawling at DX (1 point), Broadsword at DX-1 (1 point), Climbing at DX-1 (1 point), Language (Hotha) at IQ (free), Savoir-Faire (tologra) at IQ (1 point) and Stealth at DX-1 (1 point).

TRARCH (-6 points)

Trarch have +1 ST (10 points) -2 IQ (-15 points) and +1 HT (10 points). They have the advantages Acute Hearing +1 (2 points), Acute Vision +1 (2 points) and Normal Isho (0 points). They have the disadvantages Appearance (unattractive) (-5 points), Odious Racial Habit -1 (swings with club while talking) (-5 points) and Uneducated (-5 points).

Trarch skill package (9 points): Axe/Mace at DX (2 points), Brawling at DX (1 point), Climbing at DX-1 (1 point), Language (Troffa) at IQ (free), Naturalist at IQ-2 (1 point), Savoir-Faire (trarch) at IQ (1 point), Stealth at DX-1 (1 point), Survival (specify) at IQ-1 (1 point) and Tracking at IQ-1 (1 point).

WOFFEN (28 points)

Woffen have DX +1 (10 points). They have the advantages Acute Hearing +3 (6 points), Acute Taste and Smell +3 (6 points), Damage Resistance +1 (3 points), Claws (15 points), Colour (Ebba 10, Gobey 3) (13 points), Enhanced Move +1 (but only when on all fours) (5 points) and Sharp Teeth (5 points). They have the disadvantages Code of Honor (woffen) (-5 points), Compulsive Carousing (-5 points), Intolerance (crugar) (-5 points), Low Isho -2 (-2 points), Poor Colour Vision (-5 points), Reputation -1 (rowdy and smelly) (-5 points) and Weak Will -1 (-8 points).

Woffen skill package (8 points): Brawling at DX (1 point), Broadsword at DX-1 (1 point), Carousing at HT (2 points), Dysha Throwing at DX-1 (1/2 point), Language (Thowtis) at IQ (free), Power-Hold at IQ-2 (1/2 point), Running at HT-2 (1 point), Savoir-Faire (woffen) at IQ (1 point) and Stealth at DX-1 (1 point).

Note: The "authew" ("wretched ones") are woffen who suffer from Alcoholism (-15 points). It costs only 13 points to play an authew. Woffen cannot run on all fours for more than a few seconds without ingesting the Gawdieth limilate to loosen up their tendons.

BESTIARY

The various animals are listed in this format: Characteristics, Speed, DR and PD, Size (in hexes) and the animal's mode of attack (and how much damage each attack does)

Manic creatures. These always attack on sight. Everything is prey to them:

- *Corondon:* ST 50, DX 10, IQ 5, HT 20/50. Speed 4. PD 4, DR 6. Size 5 hexes. Bite (2d+2 cut), four claws (2d cut), dyshas
- *Daij:* ST 4, DX 14, IQ 3, HT 10/4. Speed 4. PD 0, DR 0. Size <1 hex. Dyshas
- *Dharmee:* ST 8, DX 10, IQ 3, HT 10/8. Speed 6. PD 4, DR 5. Size <1 hex. Bite (1d-3 cut), two claws (1d-4 cut)
- *Dreglamon:* ST 50, DX 12, IQ 3, HT 20/50. Speed 2. PD 2, DR 2. Size 5 hexes. Four heads (3d-1 cut), Rock spit (2d cr)
- *Farg:* ST 50, DX 10, IQ 4, HT 20/50: Speed 4. PD 0, DR 0. Size 5 hexes. Beak (2d+2 cr), two arms (2d cr)
- *Giggit (stage 2):* ST 4, DX 12, IQ 3, HT 10/4. Speed 9. PD 0, DR 0. Size <1 hex. Bite (1d-3 cut), two arms (1d-4 cut)
- *Mandare:* ST 60, DX 10, IQ 3, HT 22/60. Speed 6. PD 1, DR 1. Size 6 hexes. Bite (3d cut).
- *Scragger:* ST 6, DX 15, IQ 5, HT 10/6. Speed 6. PD 0, DR 0. Size <1 hex. Bite (1d-3 cut)
- *Vodra:* ST 20, DX 12, IQ 3, HT 12/20. Speed 6. PD 3, DR 4. Size 2 hexes. Four tentacles (1d cut)

Dangerous creatures. These will sometimes attack:

- *Beagre:* ST 6, DX 12, IQ 4, HT 10/6. Speed 9. PD 3, DR 3. Size <1 hex. Bite (1d-3 cr), two claws (1d-4 cut)

- *Dichandra:* ST 30, DX 10, IQ 5, HT 16/30. Speed 4. PD 3, DR 4. Size 3 hexes. Four fists (1d+2 cr), paralyzing spray
- *Duradon:* ST 50, DX 9, IQ 5, HT 20/50. Speed 4 (9 flying). PD 0, DR 0. Size 5 hexes. Bite (2d+2 cr), claw (2d+1 cut)
- *Giggit (stage 3):* ST 4, DX 8, IQ 3, HT 10/4. Speed 2. PD 2, DR 2. Size <1 hex. Bite (1d-3 cr)
- *Harn:* ST 8, DX 8, IQ 3, HT 10/8: Speed 5. PD 2, DR 2. Size <1 hex. Sandblast (1d+1 cr)
- *Scrade:* ST 8, DX 12, IQ 2, HT 10/8. Speed 6. PD 3, DR 4. Size <1 hex. Sherrids (1d cut)
- *Slutch:* ST 40, DX 12, IQ 3, HT 18/40. Speed 2. PD 3, DR 4. Size 4 hexes. Gas explosion (2d+1 cr)
- *White Mandare:* ST 60, DX 10, IQ 3, HT 22/60. Speed 6. PD 1, DR 1. Size 6 hexes. Bite and swallow (3d cr), dysha

Obnoxious creatures. These usually want nothing to do with the PC's, but will attack if bothered:

- *Bochigon:* ST 40, DX 8, IQ 5, HT 18/40. Speed 7. PD 3, DR 3. Size 4 hexes. Kick (2d+2 cr)
- *Crill:* ST 4, DX 10, IQ 3, HT 10/4. Speed 4 (14 flying). PD 0, DR 0. Size <1 hex. Bite (1d-4 cr)
- *Tarro:* ST 6, DX 13, IQ 6, HT 10/6. Speed 6. PD 0, DR 0. Size <1 hex. Bite (1d-3 cut), two claws (1d-4 cut), dysha

Apathetic creatures. These will often flee if approached:

- *Horse:* ST 35, DX 9, IQ 4, HT 14. Speed 12. DR 0. Size 3 hexes. Bite (2d cr), kick (1d cr)
- *Pibber:* ST 4, DX 13, IQ 5, HT 10/4. Speed 11. PD 0, DR 0 (PD 3, DR 4 when thisting). Size <1 hex. Two claws (1d-4 cut)
- *Talmaron:* ST 30, DX 9, IQ 5, HT 16/30. Speed 4 (9 flying). PD 0, DR 0. Size 3 hexes. Bite (1d+2 cr), two claws (1d+1 cut)
- *Thombo:* ST 30, DX 10, IQ 4, HT 16/30. Speed 8. PD 2, DR 2. Size 3 hexes. Kick (1d+2 cr)

EQUIPMENT

The current technology on Jorune (3495 PC) is about late TL 3 (most places) or early TL 4 (in more civilized places such as Jasp or Ardoth). At the time of colonization, Earth was early TL 9. The TL of the lamorri is unknown, but at the time of their invasion of Jorune, TL 9 is a safe bet - and it has surely increased in the 5000 years since then!

Most Earth-tec requires a human thumb-print in order to function. Without this verification, most items simply will not activate. Only pure-bred humans can do this (boccord and muadra have changed too far away from humans for their fingerprints to work). Even so, it is not an Advantage as such - firstly, because Earth-tec is so rare (and restricted to persons of high

status) and secondly, because there are ways of modifying the print-scanner so that it will work anyway.

Metal is scarce on Jorune, so many weapons are made from other inferior materials or metals. Wood, bone, obsidian or stone is often used as substitutes. On the other hand, using Earth-tec alloys and sophisticated armouring knowledge, weapons of high quality and strength can be forged. See p. B74 for further notes on weapon quality. Example: Edwain wants to buy a new sword. A *good* sword costs 300 gemules in Ardoth. He could buy a *cheap* sword, costing only 120 gemules or he could find a thivin armourer and buy a *fine* sword for 1200 gemules.

- Most weapons on Jorune are *cheap*
- Thivin swords are *fine*
- Weapons made by armourers with access to Earth-tec materials or knowledge are *fine* or *very fine*
- Shantic blades range from a +1 to a +4 damage bonus and are hideously expensive. None of them will break on a parry

Armour

- *Carapace.* PD 3, DR 4, weight and price N/A
- *Crudge.* PD 1, DR 2 (croid have DR 3), weight and price N/A
- *Crystal armour.* PD 1 (PD 6 vs. dyshas), DR 2, 30 lbs, 200,000 gemules
- *DA (Deflector Armour).* PD 4, DR 15, 20 lbs, 20,000 gemules
- *E-rep (Energy Repulsor Armour).* Offers only minimal protection against blasters (PD 3, DR 0) and is useless versus normal swings and projectiles. Requires a large power cell for operation that lasts for 25 attacks. PD 6, DR 2, 4 lbs, 50,000 gemules
- *Leather armour.* PD 2, DR 2, 20 lbs, 100 gemules
- *Locurian Grunder.* There is a good chance (8 or less on 3D6) that a wearer of this armour is unaffected by a particular orb or bolt. PD 3, DR 5, 70 lbs, 15,000 gemules
- *Mail armour.* PD 3, DR 4 (PD 1 and DR 2 vs. impaling weapons and dyshas), 45 lbs, 1000 gemules
- *MAS (Mobile Active Suit).* Increase ST and Speed by 5 while the suit is worn. Dexterity is decreased by 2. The suit requires two power cells. The suit can be active for 10 hours before recharging is needed. PD 6, DR 20, 50 lbs, 250,000 gemules
- *Thailiarian armour.* PD 4, DR 8, 80 lbs, 35,000 gemules

Earth-tec Weapons

These weapons are extrapolated from the **Skyrealms of Jorune** rules and differ from the standard ***GURPS*** weapons in Damage, RoF and Shots. Sholaris can use the values below or simply use the statistics shown on p. B208-209. All weapons use the Beam Weapons skill.

- *Blaster.* Damage 3D6 impaling, SS 10, Acc 6, 1/2 Dmg 150, Max 300, Wt 2 lbs, RoF 3~, Shots 5, Rcl -1, Cost 200,000 gemules
- *Blaster Rifle.* Damage 4D6 impaling, SS 14, Acc 13, 1/2 Dmg 400, Max 800, Wt 10 lbs, RoF 3~, Shots 3, Rcl -1, Cost 300,000 gemules
- *Field Ram.* Damage 4D6 crushing, SS 9, Acc 6, 1/2 Dmg 200, Max 400, Wt 2 lbs, RoF 3~, Shots 10, Rcl -1, Cost 100,000 gemules
- *Field Ram Rifle.* Damage 5D6 crushing, SS 14, Acc 13, 1/2 Dmg 600, Max 1000, Wt 8 lbs, RoF 3~, Shots 2, Rcl -1, Cost 150,000 gemules

- *Laser.* Damage 4D6 impaling, SS 9, Acc 7, 1/2 Dmg 400, Max 500, Wt 2 lbs, RoF 3~, Shots 20, Rcl -, Cost 150,000 gemules
- *Laser Rifle.* Damage 5D6 impaling, SS 15, Acc 13, 1/2 Dmg 900, Max 1200, Wt 5 lbs, RoF 3~, Shots 8, Rcl -, Cost 225,000 gemules
- *Pulsar.* Damage 2D6 impaling, SS 10, Acc 6, 1/2 Dmg -, Max 300, Wt 2 lbs, RoF 10*, Shots 30, Rcl -1, Cost 150,000 gemules
- *Pulsar Rifle.* Damage 3D6 impaling, SS 14, Acc 13, 1/2 Dmg 400, Max 800, Wt 10 lbs, RoF 10*, Shots 12, Rcl -1, Cost 225,000 gemules
- *Stunner.* Damage (see p. B119), SS 10, Acc 3, 1/2 Dmg 12, Max 20, Wt 1 lb., RoF 3~, Shots 5, Rcl -, Cost 100,000 gemules
- *Stunner Rifle.* Damage (see p. B119), SS 12, Acc 10, 1/2 Dmg 300, Max 1000, Wt 4 lbs, RoF 3~, Shots 2, Rcl -, Cost 150,000 gemules

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